

Critical Hits

On a natural roll of 20, the player may **choose** to perform one of the below dramatic feats. NPCs and foes roll a random result (at GM's discretion). The term "Attacker" or "Caster" is the one who rolled the critical hit. The term "Opponent" or "Target" is the one that the attacker is hitting. Crit is chosen before damage is rolled; unless stated otherwise below, there are no critical effects that negate or reduce the damage inflicted.

Crit_Melee		Mechanics...
1 Precision strike		Attacker deals double dice damage to their opponent
2 Chink in defenses		Opponent's AC is halved for all of the attacker's strikes until they are damaged by the attacker.
3 Followup		Attacker immediately gains an <i>attack of opportunity</i> on their opponent
4 Tactical positioning		Attacker can move themselves and/or their opponent a total of two steps. If both are used to step away from each other, then that is treated as a disengage. This can also be used to get behind their opponent or swap positions with them.
5 Wide open		Opponent has no dex AC bonus and any attacks on the opponent are at advantage. This lasts until the opponent has a full action/attack.
6 Setup		The next attack by the opponent on any target is at a disadvantage and the attacker gets an <i>attack of opportunity</i> on their opponent immediately after that attack.
7 Faint		The next attack by the opponent on the attacker is at disadvantage. If this blow hits, the attacker makes a DEX save to avoid all damage and only takes half damage if they fail the save.
8 Savage advance		The next strike at the opponent by the attacker is at an advantage and the opponent's next strike at the attacker is at a disadvantage.
9 Wound		Opponent takes D4 bleeding damage every subsequent turn of combat after this strike.
10 Dissarm		Opponent must make a STR saving throw to keep hold of item in one hand. Opponent cannot use this item until their next full action/attack.
Crit_Brawl		
1 Precision strike		Opponent takes double the rolled dice damage for this blow
2 Chink in defenses		Opponent's AC is halved for all of the attacker's blows until the target take damage from the attacker.
3 Followup		Attacker immediately gains an <i>attack of opportunity</i> on their opponent
4 Tactical positioning		Attacker can move themselves and/or their opponent a total of two steps. If both are used to move away from each other, then that is treated as a disengage. (No attack of opportunity can be taken)
5 Wide open		Opponent loses any dex AC bonus and any attacks on the target have advantage. This lasts until target has a full action/attack.
6 Setup		The next attack by the opponent is at a disadvantage and the attacker gets an <i>attack of opportunity</i> on them immediately after that attack.
7 Faint		The next attack by the target on the attacker is at disadvantage. If the opponent hits with this attack, the attacker makes a DEX save to avoid all damage, takes half on a fail.
8 Savage advance		The next attack on this opponent by the attacker is at an advantage and this opponent's next attack on the attacker is at a disadvantage.
9 Bleed		Opponent takes 1pt of bleeding damage every subsequent turn of combat after this blow.
10 Stunned		Opponent must make a CON saving throw with the attacker's STR bonus subtracted from the roll or be unable to act for the remainder of this round and the next full round of combat. If saving throw successful then next attack by target is at disadvantage.
Crit_Range		
1 Precision strike		Attacker deals double the rolled dice damage to the target
2 Chink in defenses		Target's AC is halved for all of the attacker's subsequent shots until the target takes damage from the attacker.
3 Followup		Attacker immediately gains an <i>attack of opportunity</i> on the target
4 Missdirection		Trajectory of missile is impossible to gauge by target
5 Perfect shot		Shot does the maximum damage (no roll needed)
6 Marked		All further attacks by the attacker on the target are at advantage until line of sight is broken or new target is taken
7 Marksman		The next attack made by the attacker in this combat with the same weapon is at advantage
8 Cripple		The target falls <i>prone</i>
9 Cut		Target takes D2 bleeding damage every subsequent turn of combat after this strike.
10 Dissarm		Target makes STR saving throw to keep hold of item in one hand. Target cannot use this item until their next full action/attack.
Crit_Magic		
1 Empowered		The spell is cast at one level higher while still using the same spell slot as intended.
2 Dominating		Any saving throws induced by the spell are at disadvantage.
3 Quickened		The caster's bonus action can be used to cast any single action spell that they know.
4 Cloaked		The spell is cast in such a way that the caster's location is impossible to determine.
5 Supercharged		Any damage dice rolls count as maxed (no need to roll) or the duration of the spell is doubled if there are no dice.
6 Instant recall		The casting of the spell does not use that spell slot (not applicable for spells cast through an object or magic item)
7 Inspired		The next spell that the caster performs is at advantage
8 Forked		An <i>attack of opportunity</i> can be taken to any adjacent target within range with an off-shoot of the original spell. This does half damage or has half duration and does not use any spell slots.
9 Intimidating		Any physical attacks against the caster made by any foes witnessing the spell are at disadvantage. This lasts until the caster takes damage.
10 Rout		Target must make a CHA saving throw or flee the battlefield. Success and the target is <i>frightened</i> of the caster.

Critical Fumbles

On a natural roll of 1, the player, NPCs and foes roll a random result (at GM's discession). If the result is not applicable, re-roll.
The term "Attacker" or "Caster" is the one who rolled the fumble. The term "Opponent" or "Target" is the one that the attacker was attempting to hit.
Unless stated otherwise below,no damage is inflicted on the opponent/target on a fumble.

Fumble_Melee		Mechanics...
1	Over reach	Opponet gains advantage on the next strike at the attacker.
2	Misjudge distance	Opponet has an opportunity to disengage and they also have advantage on the next strike at the attacker.
3	Lose balance	Attacker is unable to take any further attacks or actions this round (including attacks of opportunity or any bonus actions). The opponent has advantage on the next strike at the attacker.
4	Slip	Attacker must make a DEX check or become prone. Success and they may take no further actions this round (including attacks of opportunity or bonus actions.) The opponent has advantage on the next strike at the attacker.
5	Juggle Weapon	Attacker's next strike at the opponent is at a disadvantage and cannot employ any feats or class abilities with the strike. The opponent has advantage on the next strike at the attacker.
6	Dropped	Attacker must make a STR check or drop their weapon (bonus action to retrieve). Success and the next strike at the opponent is at disadvantage while the opponent has advantage on their next strike at the attacker.
7	Crisis of confidence	Attacker must make a CHR check or become <i>frightened</i> of their opponent (Check as a bonus action each round to shake out of it). The opponent has advantage on their next strike at the attacker.
8	Collide	Opponenet gains an immediate attack of opportunity that must be a brawling attack. After this, the opponent has advantage on the next strike against the attacker.
9	Obvious preperation	The Opponent gains an immediate attack of opportunity on the attacker.
10	Strained	Attacker takes D4 muscle damage and the opponent has advantage on the next strike at the attacker.
Fumble_Brawl		
1	Over reach	Opponet gains advantage on the next blow against the attacker.
2	Misjudge distance	Opponet has an opportunity to disengage and they also have advantage on the next blow against the attacker.
3	Lose balance	Attacker is unable to take any further attacks or actions this round (including attacks of opportunity or any bonus actions). The opponent has advantage on the next blow against the attacker.
4	Slip	Attacker must make a DEX check or become prone. Success and they may take no further actions this round (including attacks of opportunity or bonus actions.) The opponent has advantage on the next blow against attacker.
5	Walk into it	Attacker must make a STR check or automatically take blow damage from opponent and become <i>stunned</i> (Save for half damage and no stun). The opponent has advantage on the next blow against the attacker.
6	Painful impact	Both attacker and target take half damage from the strike. Opponent rolls a CON check to reduce this damage to zero. The Opponent has advantage on their next blow agains the attacker.
7	Crisis of confidence	Attacker must make a CHR check or become <i>frightened</i> of their opponent (Check as a bonus action each round to shake out of it). The opponent has advantage on their next blow against the attacker.
8	Collide	Opponenet gains an immediate chance to grapple the attacker with advantage as an <i>attack of opportunity</i> . After this, the opponent has advantage on the next strike against the attacker.
9	Obvious preperation	The Opponent gains an immediate attack of opportunity on the attacker.
10	Strained	Attacker takes D2 muscle damage and the opponent has advantage on the next blow against the attacker.
Fumble_Range		
1	Off target	Shot goes wide and any targets (allies or foes) adjacent to the intended target must make a DEX save to get out the way or become the new target for this shot. Attacker rolls a new attack against this target.
2	Distacted	Shot goes wide and the target has a reaction opportunity to find cover. The attacker can make no further actions, bonus actions or reactions this turn and can only move half their movement.
3	Snagged	Attacker's clothing gets caught and pulls the shot wide. Attacker is considered <i>grappled</i> until they can spend a bonus action to release themselves.
4	Slip	Attacker must make a DEX check or become prove as the shot goes way above target. Success means that the attacker's movement is halved, they can make no further actions, bonus actions or reactions this turn.
5	Sweaty palms	The shot goes wide and the grip of the weapon (or method of projection) gets slippery. The next attack made with this weapon is at disadvantage.
6	Damaged	The weapon gets damaged, sending the shot wide. All future attacks using this weapon are at half range until the attacker takes a short rest to repair. If the weapon is thrown, the attacker also takes D2 muscle damage.
7	Break	Weapon gets caught and breaks sending the shot wide. Attacker cannot use this weapon until an action and bonus action is spent to temporarily repair it (half range until a short rest is taken to fully repair). If the weapon is thrown, the attacker takes half the weapon damage.
8	Crisis of confidence	The shot is so wide of the target that during this combat all further attacks using this weapon are at disadvantage until blood is drawn with it.
9	Spill ammo	Shot goes wide and all carried ammo is spilled on the ground (1 action or bonus action to lift up to 10 of the loose ammo from the ground)
10	Strained	Attacker takes D4 muscle damage as the shot goes wide of the target.
Fumble_Magic		
1	Fizzle	The spell apears to be cast as normal, however as it travels to the target it goes out and there are no actual effects and no damage is delt.
2	Drained	The spell acts as normal but takes a higher level spell slot to cast (If unavailable, then the spell slot used as intended as well as the lowest spell slot available).
3	Short circuit	The spell is cast, however this and all spells cast from now on inflicts 1 point of psychic damage per level of the spell to the caster (save for half damage). This effect lasts until the next short rest.
4	Feeble	The spell is cast as normal, however the effects are halved- either in damage or duration as applicable.
5	Mirror feedback	The energy committed is split between target and caster with each suffering half the effects and taking half damage or half duration as applicable. The caster can attempt to make a spell saving throw to avoid the effects.
6	Misguided	The spell avoids the intended target and jumps to the nearest random (valid) target instead. If there are no valid targets, the spell effects become inverted. The caster can attempt to make a sucessful saving throw to cancel the spell before it's release (spell slot still used up).
7	Crisis of confidence	All future spells cast are at a disadvantage until one requiring a roll succeeds.
8	Unstable	<Fumble_Magic> and the fumble chance increases by 2 for all future spells. This increase lasts until the next long rest.
9	Blowback	The spell does 1D4 psychic damage per level of the spell to the caster as it is discharged through them without being released. Caster can roll a spell save to reduce this damage by half.
10	Surge	A tear in the magic fabric causes <Wild_Surge>